

STELLAR 7 DRAXON'S

Revenge





Infinite Energy & Power-ups
At the main menu press
2R, L, R, 9L, R, 6L, R, 4L, R
you should see wimpy 7 where Stellar 7 was.
During game press L button to Refill Energy
press R button to Refill Supplies

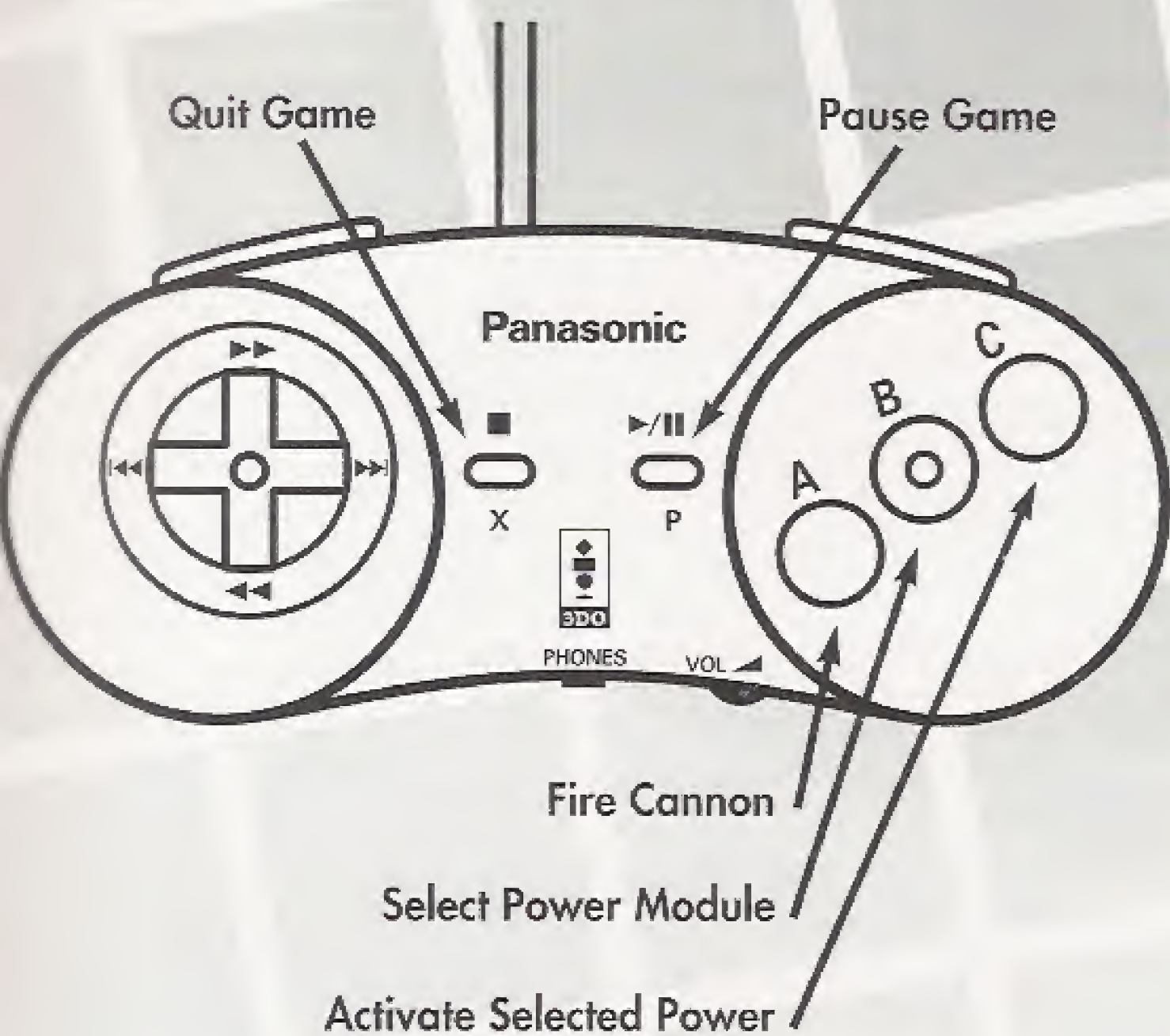
STELLAR 7 DRAXON'S Revenge

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Controls

3DO controller



Main Menu

Begin — Start game.

Briefing — View briefing including information on enemy forces.

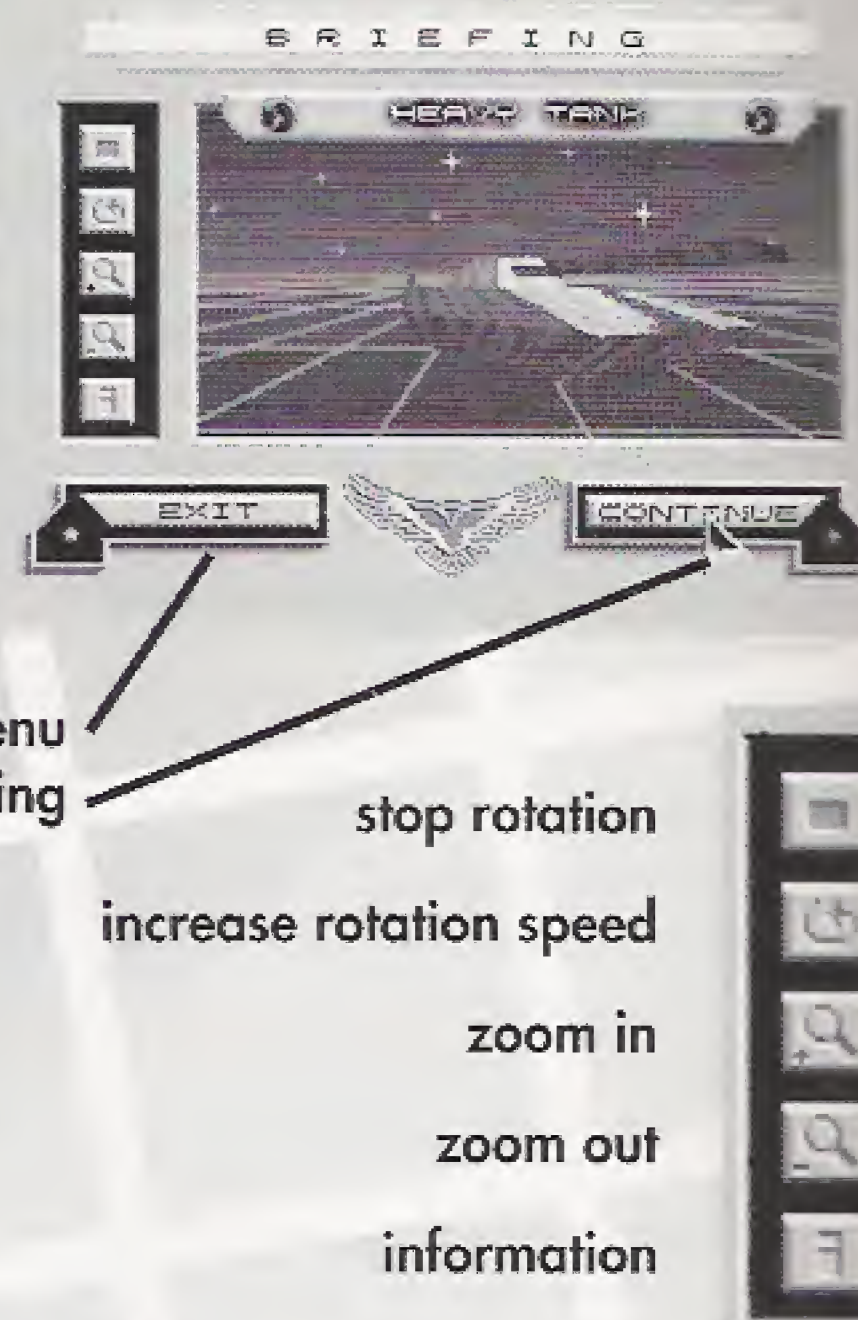
Prefs — Access preferences menu

Scores — List scores of top ten pilots.



Briefing Screen

From here, you will get an overview of Draxon's forces. You may listen to the narrated briefing and/or turn on or off a written briefing.



exit to main menu
continue briefing

Preferences Screen

From here you can customize the buttons on your 3DO controller to match your own style of play, set the difficulty level and view the top ten Raven master pilots.

Customizing controller

Draxon's Revenge was shipped to you with the following default settings: A = fire cannon, B = select power module, C = activate selected power.

Difficulty level

Practice — In Practice mode you never move beyond the first level of game play. Things are easy to hit and you earn very few points.

Standard — This is the default mode for *Draxon's Revenge*. Enemies are harder to kill than in practice mode, but you earn more points and can progress beyond the first level.

Difficult — For masochists only. This is the most difficult mode, targets are difficult to hit and harder to kill. Advanced players can earn extremely high scores by playing on this setting.

Top Ten Pilots

For a list of the top ten highest scores press this button.

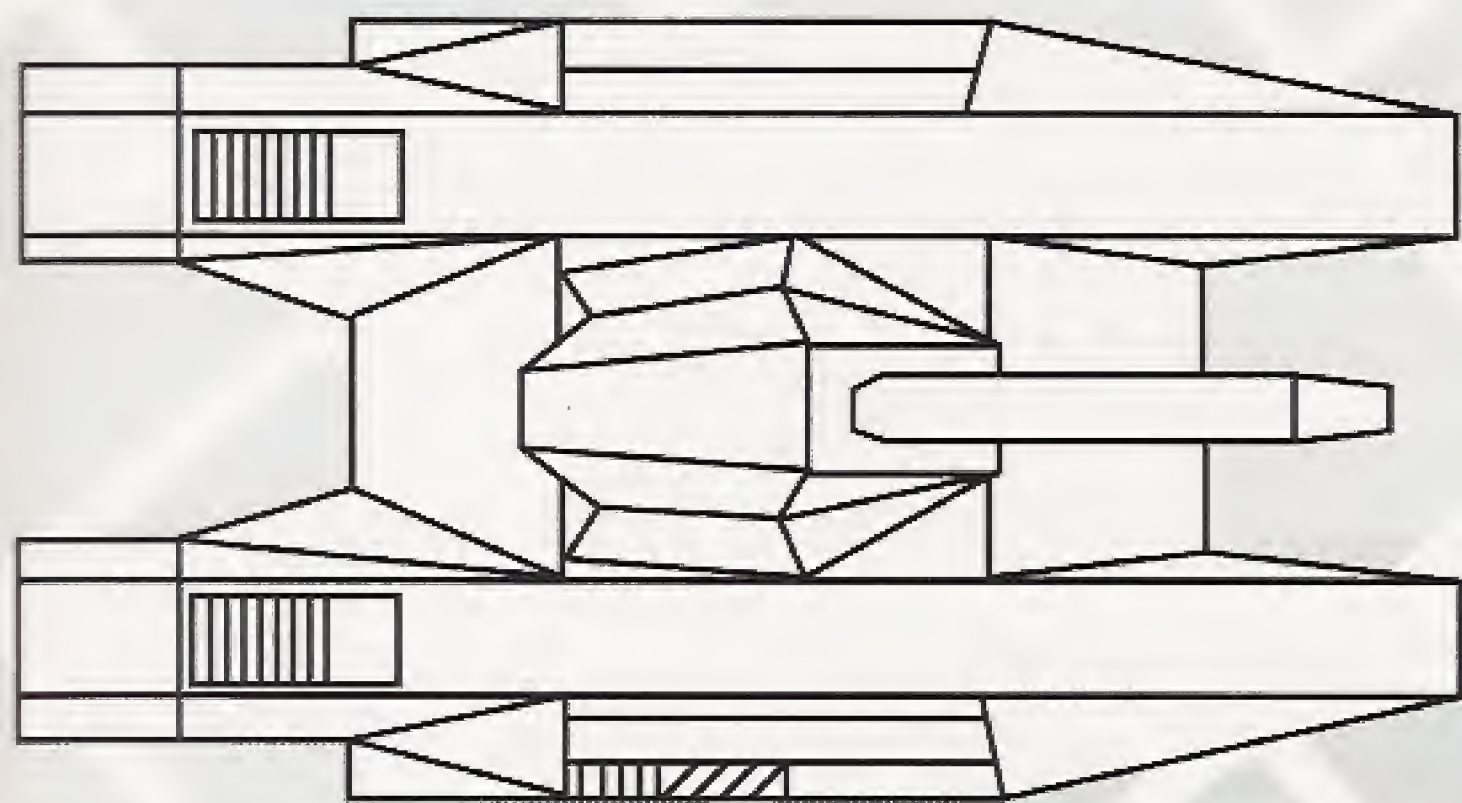
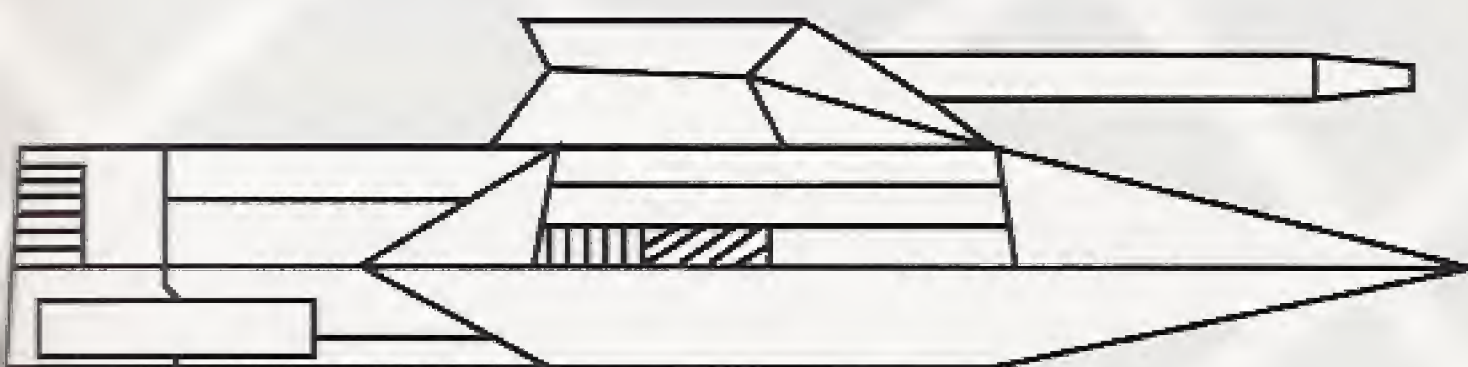


The Raven

XCV Agl-2 Nickname: The Raven

The Raven is equipped with the most advanced technology Terran science has ever assembled in one vehicle. The craft is extremely powerful, but not indestructible. Energy reserves must never be completely drained. Without power, the Raven's shields will fall and the ship's extremely delicate hull will be totally vulnerable. One direct hit on the Raven's unprotected hull and the craft will explode.

The Raven is equipped with the new Anti-gravity Generator (Agrav Generator). This device allows the Raven to sustain a clearance of half a meter from the ground, permitting the craft to glide over nearly any surface. This ability also allows the Raven to carry heavier defensive weaponry than conventional assault vehicles, without sacrificing speed.



The Raven Cockpit Controls

Power Module Bank:

Display of currently active power (highlighted) & number of uses remaining for each power (glowing dots in icon).

Targeting Ring

Cannon Ready Indicator:

Outline indicates cannon ready.



Radar Screen

Energy Level:

When the energy level reaches zero, the Raven's shields will fall. One hit without shields will destroy the Raven.

Energy Low Warning Light

Game Score

Current Planetary System

Power Modules

Unique to the Raven is its ability to add on Power Modules that give the craft enhanced capabilities. Some Modules will be in place at the beginning of the mission, depending upon difficulty level selection. Additional modules can be obtained throughout the game by the destruction of certain enemy vehicles. The enemies must be of the same type and must be destroyed sequentially. When the correct enemy vehicle is destroyed, a Power Module will be released. The Raven can collect released Modules by simply driving into them. Different enemy groups yield different Power Modules. The following is a list of the Power Modules Terran Defense has documented and their effects when utilized by the Raven.



Inviso Cloak Generator

This device is capable of generating a multi-phasic electromagnetic field, rendering the Raven invisible to all electromagnetic and visual sensing devices. When active, enemy units will be unable to track the Raven. They will, however, have a

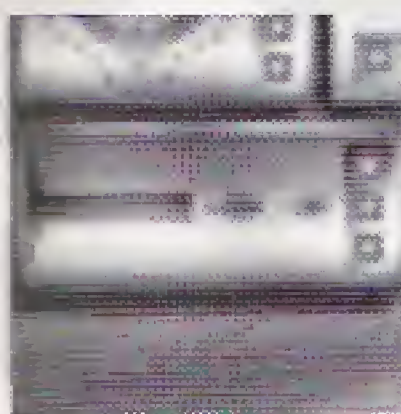
fix on the Raven's last known visible location. Furthermore, the Raven's location will be temporarily revealed whenever the cannon is fired.



Eel Shield

Capable of rechanneling an enemy's shield energy back into itself, the Eel Shield makes ramming an effective offensive maneuver. When contact is made with an alien craft, their shield polarity is reversed, turning the protective field inward, compressing itself

and destroying the generating vehicle. Even the most powerful enemy shields will buckle after several contacts. **NOTE:** While Eel Shields are active, the Raven is effectively indestructible.



Super Cannon

Capable of repeated firings without the reload time associated with a Bi-Phasal Thunder Cannon, the Super Cannon is capable of delivering a rapid fire volley of missiles for a limited amount of time. Its firepower is more than double that of the standard Bi-Phasal.



MP Thruster

The MP Thruster gives a short but powerful forward surge for situations when conventional speed proves insufficient.

NOTE: The MP Thruster cannot be used to maneuver in reverse.



Cat's Eye

Though Terran technology is quite advanced, it is theorized that cloaking technology is possessed by others. Therefore, it became important to establish a defensive system for such possible "invisible threats" and the Cat's Eye was

born. The system uses a particle tracking radar to reassemble the scrambled rays left by all known cloaking systems. With the Cat's Eye operational, the Raven's pilot will see a computer simulated image of any cloaked vehicle within the main viewing screen.



RC Bomb

A throwback to ancient land-based warfare, the RC Bomb is an advance on an old and reliable system. Small but deadly electrical discharge units are released by the Raven's rear deployment panel. These units remain inactive until an electrical field

interrupts the RC Bomb's twelve-meter scan radius. When the perimeter is broken, the unit explodes with a concentrated electron polarization beam, causing the invader's atomic structure to dramatically shift, which leads to a nuclear explosion. **NOTE:** The Raven's electrical field pattern has been coded into the memory of all RC Bombs carried during your mission. Therefore, you can never accidentally activate a released mine with your own craft.



Jump Thruster

The Jump Thruster enables the Raven to complete a sustained vertical lift for several seconds, increasing the Agrav Generator's usual clearance to several hundred feet. When activated immediately after the MP

Thruster, the Jump Thruster enables the Raven to literally "jump" over enemies or obstacles. **NOTE:** Directional control is lost while elevated by the Jump Thruster.

Strategies

Taking on the Arcturan Armada and winning will take sharp reflexes, quick thinking, practice, strategic planning and a large measure of just plain luck. The enemies you will face are deadly and enormously varied. You must become familiar with their individual styles to have even the slightest chance of outsmarting them. Following are a few tips to get you started. Use them as building blocks to develop your own unique game plan and techniques.

- Keep moving! Never “sit and spin” or go “face-to-face” while trying to get an enemy into your sights. Always remember that if you’re trying to line up an enemy for the kill, the enemy is probably doing the same thing to you.
- Don’t be too stingy with your weapons. Conserving limited powers only works if you survive to use them later.
- Learn the combinations of enemy destruction associated with the Power Modules. Knowing which vehicles to destroy to get a specific module may make all the difference in desperate situations.
- Remember the locations of Fuel Bays. Don’t forget that the Raven cannot dock when it’s cloaked.
- Sometimes the right power can make the difference against a particularly difficult enemy.
- Look for weaknesses in the Planetary Guardians, every enemy has a chink in their armor somewhere.
- Learn to “lead” or shoot ahead of your enemies if they are moving rapidly at a distance.
- Remember that some enemies are also equipped with cloaking devices. If you can see a vehicle on radar but not through the viewscreen, they’re cloaked and probably moving in for the kill.
- Keep in mind that the Raven can only hold 3 of any one Power Module at a time. Wait to collect released Modules if you already have a full supply — they will remain floating in the area where released until collected, destroyed by cannon fire or left behind after warping to another Star System.

Enemy Vehicles

Terran intelligence has been able to gather little information on Draxon’s Armada, but what is available is presented to you on the following Enemy Files. Use this information well and know that the fate of Earth lies in your hands...

SANDSLED

Armament:

Light laser
2 shots/round

Armor:

0.1 meters

Speed: 200 kph

■ Runners restrict Sandsled to operate only on planets with sandy or icy surfaces.



LASER TANK

Armament:

Medium laser
1 shot/round

Armor:

0.2 meters

Speed: 128 kph



HOVER CRAFT

Armament:

Light cannon
1 shot/round

Armor:

0.1 meters

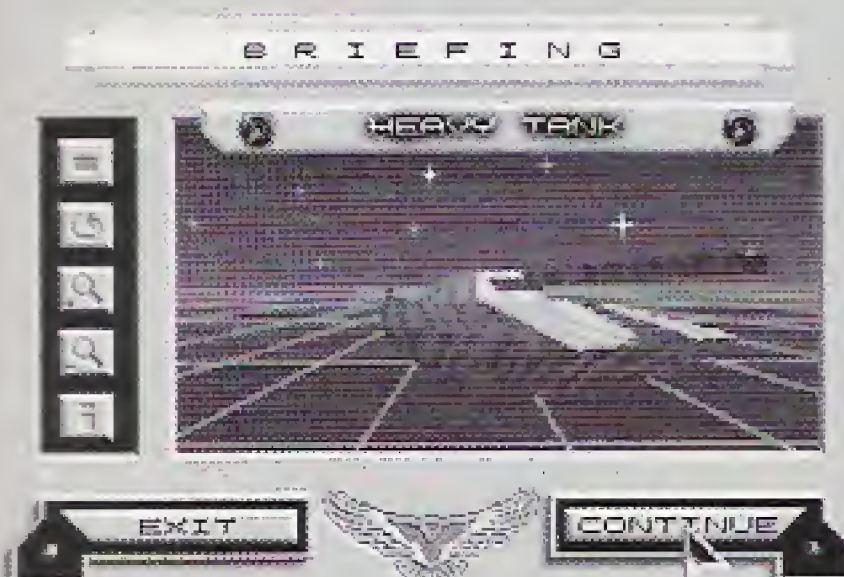
Speed: 192 kph

■ The Hovercraft is operational only on planets with an atmosphere.





PROWLER
Armament:
 Light cannon
 1 shot/round
Armor:
 0.2 meters
Speed: 160 kph
 ■ Beware! The Prowler is known to possess Eel Shields.



HEAVY TANK
Armament:
 Medium cannon
 2 shots/round
Armor:
 0.3 meters
Speed: 120 kph

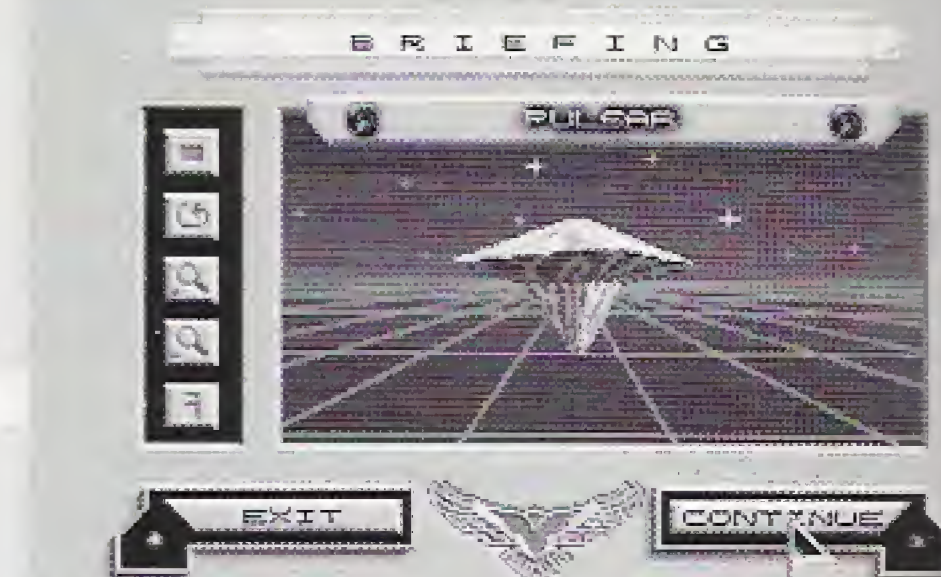


STALKER
Armament: ?
Armor: ?
Speed: ?
 ■ No info. Some reports indicate possible Inviso Cloak capability.

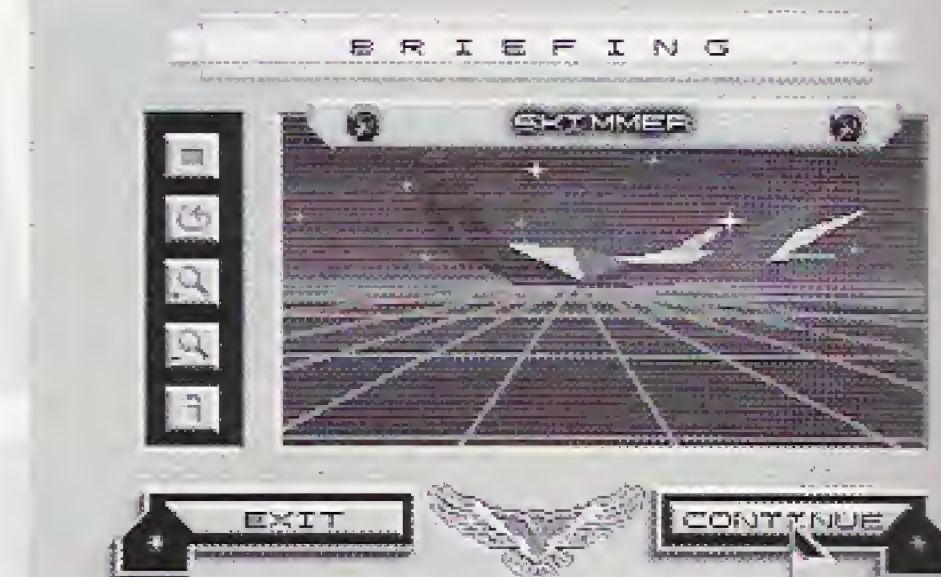


LASER BATTERY
Armament:
 High laser
 2 shots/round
Armor:
 0.2 meters
Speed: 0 kph
 ■ Capable of long distance firing with a 360 degree turning radius.

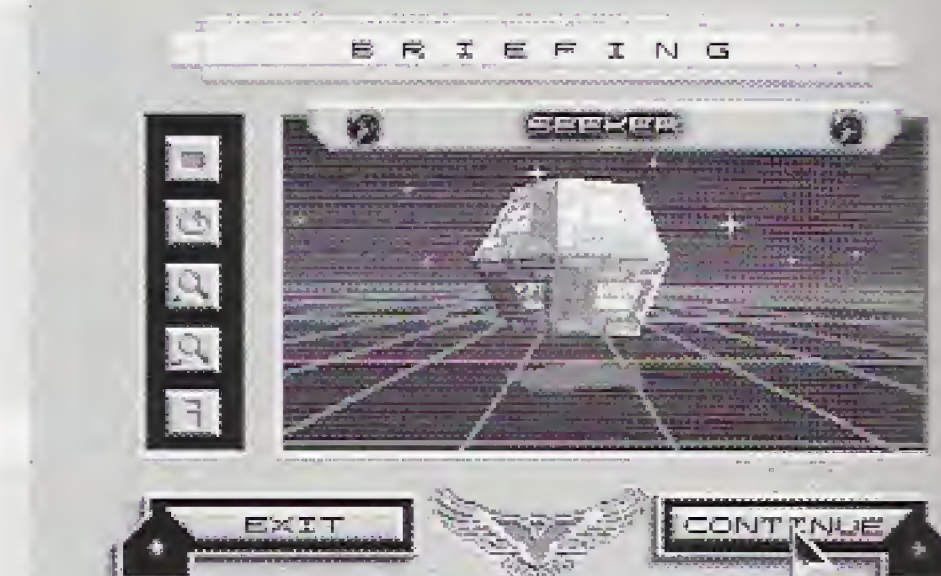
PULSAR
Armament:
 Laser?
Armor: ?
Speed: 0 kph
 ■ Little is known about this recently deployed Arcturan robot unit.



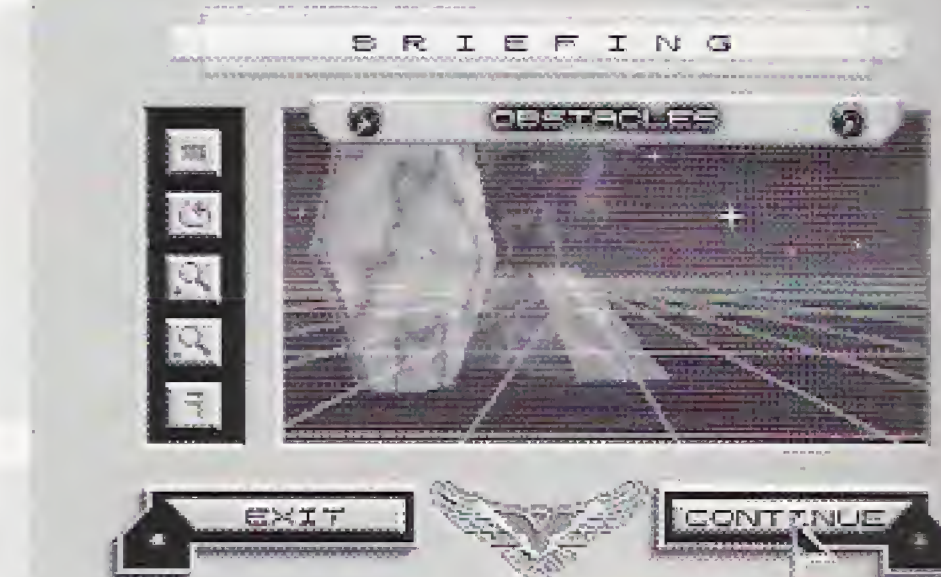
SKIMMER
Armament:
 Light cannon
 1 shot/round
Armor:
 0.1 meters
Speed: 240 kph



SEEKER
Armament:
 Fission bomb
 n/a shots/round
Armor:
 0.1 meters
Speed: ?
 ■ Seekers "home in" on their intended targets and detonate on contact.



OBSTACLES
 ■ Obstacles will obstruct movement and block shells and lasers. They may appear in different forms from one star system to another.



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Credits

Producers, Directors, Programmers.....	Darek Lukaszuk Peter Lukaszuk
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Original Design	Damon Slye
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Musical Score & Sound Effects.....	Chris Stevens
Narration.....	Michael Dorn Sher Alltucker
Scripts	Dave Selle
Technical Assistance	Hugh Diedrichs Dave McClurg
Hardware Support.....	Kurtis Engle
Manual Editor.....	Barbara Ray
Manual Design.....	Sue Roberts

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Draxon's Revenge for the 3DO System is the grandchild of the legendary Dynamix game — *Stellar 7*. Initially conceived and produced by Dynamix co-founder, Damon Slye, the warp-speed, blaster-mad ride of *Stellar 7* has been blowing away gamer audiences for more than a decade.

The challenge of catching *Stellar 7* lightning in the 3DO bottle was taken on by an outstanding team of Dynamix veterans. Led by brothers Darek and Peter Lukaszuk, who produced, directed, and programmed *Draxon's Revenge*, the Dynamix 3DO unit has worked tirelessly to build a game that takes fullest advantage of the awesome capabilities of the 3DO System.

We hope you'll agree that *Draxon's Revenge* for 3DO delivers incredible graphics, smooth control, astonishing art, and action so fast and realistic you'll have to wear sunblock to prevent laser burn!

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